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[Dave Arneson's Blackmoor](#)

[Blackmoor Dungeon's expaded levels](#)

Blackmoor Dungeon's expaded levels

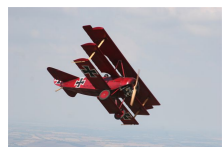
[aldarron](#)

Level 9 Sorcerer



[Blackmoor Dungeon's expaded levels](#) Aug 25, 2010 at 4:52pm

Post by aldarron on Aug 25, 2010 at 4:52pm



One easily overlooked thing (the ZG games version did) of levels 4-10 of the BM dungeon is that there are corridors that simply go off the map. At least for levels 4 and five the FFC gives the rest of the map as a simple drawing of lines for corridors and squares for rooms and presumably, circles for stairways. There are also some natural caverns. Levels 6-10 are aparently lost.

I must protest bitterly that my aircraft still has not been painted red.

Posts: 1,689

The drawing for level 4 has numbers but no corresponding key detail is given. It does however show the location of the tunnels relative to the surface, suggesting some additional possible entrances - like the cemetery, and that some of level 4 is actually under blackmoor bay - possibly connecting with dragons rock.

Lots of gaming potential here....

[Blackmoor Dungeon's expaded levels](#) Aug 25, 2010 at 11:18pm

Post by tavis on Aug 25, 2010 at 11:18pm

[tavis](#)

Level 7

Enchanter



One thing to note is that, as near as I can tell, even the non-off-the-map staircases marked as "up" from lower levels mean that there are three or more other surface entrances within the immediate vicinity of Blackmoor Castle. In my convention runs I like to allow exploration of these other pathways, rather than start at the top of the main stairs.



I also like to start with a roleplaying intro where the PCs have to talk their way into the castle (past the waves of elves). If the castle was placed off limits and they instead had to talk their way into the taverns, churches, etc. whose basements connect to the level 4 tunnels, that would be great fun!

Posts: 571

As it is the Original Dungeon, I would love to see the Blackmoor Castle map, especially its extended tunnels (for which no key exists), become a collaborative project for the OSR, with different DMs using its layout to run different adventures. I'm thinking of running it again at Gen Con 2011 and would welcome other GMs to join in to make it a continuous exploration.

Last Edit: Aug 25, 2010 at 11:21pm by [tavis](#)

[havard](#)

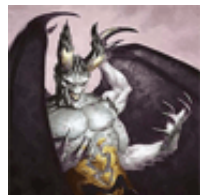
Level 7

Enchanter



[Blackmoor Dungeon's expaded levels](#) Aug 26, 2010 at 10:59am

Post by havard on Aug 26, 2010 at 10:59am



Very cool guys!

I like the suggestions of having entrances in the cemetary or at Dragon's Rock. I could also see tunnels leading much farther, perhaps connecting the dungeon to the Glendower Dungeon or my idea of having a tunnel lead all the way to the Stormkiller Mountains.

Havard

Skandaharian

Posts: 548

[gsvenson](#)

Level 4

Theurgist



[Blackmoor Dungeon's expaded levels](#) Aug 26, 2010 at 8:32pm

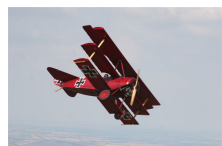
Post by gsvenson on Aug 26, 2010 at 8:32pm

Blackmoor dungeon was connected to a network of caverns that went through out the area. So there were many entrances, as far as the Temple of Id and beyond Svenny's Freehold into the Elven Woods.

Posts: 108

[aldarron](#)

Level 9 Sorcerer



[Blackmoor Dungeon's expaded levels](#) Aug 27, 2010 at 9:42pm

Post by aldarron on Aug 27, 2010 at 9:42pm

Ah, now that's very interesting! The impression I had was that they were kinda sealed off except for some very deep levels with some very tough monsters. Probably got that idea from the ZG release with its massive dungeon door guarded by elves.

I must protest bitterly
that my aircraft still has
not been painted red.

Posts: 1,689

[gsvenson](#)

Level 4

Theurgist



[Blackmoor Dungeon's expaded levels](#) Aug 28, 2010 at 1:56pm

Post by gsvenson on Aug 28, 2010 at 1:56pm

The entrances into the tunnel/cavern system that I remember were on the 5th level of the dungeon. I remember comming out of a tunnel once on the side of the rock outcropping that the castle was built on. One passage came out at the Temple of Id and at least one went into tunnels under the town of Blackmoor. From there you could travel on all the way to the Elven woods, now called the Redwood Forest. Someone else has mentioned comming out on Dragon Rock. I am sure I didn't take all of the possible routes.

Posts: 108

The Elves became the guardians of Blackmoor and the dungeon after the heroes lost the town...

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